ZERO DOWNTIME"

VOLUME 1

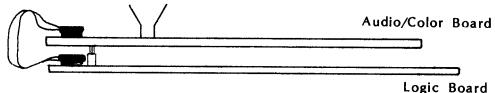
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INTRODUCTION TO CHECKING VENTURETM LOGIC BOARD

Venture TM has two main printed circuit boards, the game logic board and the audio/color board. These boards are mounted in piggyback fashion, with the logic board on the bottom.



(Audio/Color Board mounted on Logic Board)

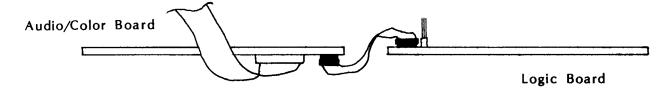
The Boards are electronically connected by two 10 pin finger connectors and one 14 pin ribbon. Physically, seven screws hold the boards together as well.

To acquire access to the game logic board, remove the seven screws holding the boards together and slide the audio/color board off the two 10 finger connectors. The ribbon cable may also be removed.

However, in order to have a video image on the screen, it is necessary to first synchronize or load the audio/color board with the logic. (note: It is not necessary to have P-5 of the main harness connected to the audio/color board for image display). This loading can be done several ways.

The Easiest Way to Check the Logic Board

- 1. Remove all seven screws from the board.
- 2. Turn game on.
- Once image appears on the screen, disconnect audio/color board at the two ten pin finger connections.
- 4. Flop the audio/color board over, keeping the ribbon cable connected, as shown below:



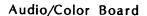
(Audio/Color Board flopped over with ribbon cable connected.)

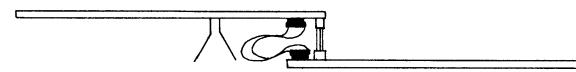


5. Although the colors may not be correct, video output will continue as long as the power is on. Of course you must have J21 connected to P21 on the audio/color board, so that your video output goes to the monitor.

Another Way to Check the Audio Board

- 1. Take out all seven screws.
- Disconnect audio/color board at the two ten pin finger connections.
- 3. Flop the audio/color board over, as previously described and shown.
- 4. Allow the audio/color board finger pins on connectors P-2 and P-3 (labeled J-2 and J-3 on some boards) to touch logic board pins on connectors J-2 and J-3, with the audio/color board upside down.





Audio Color Board Upside Down, pins touching.

5. Turn power on.

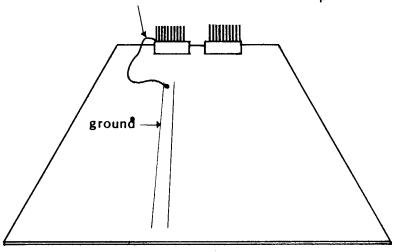
With this technique, the boards may be briefly connected for "synchronization" or loading and then separated. Or, if physically possible and desired they may be kept together in this position. Again, because the colors are not changing, they may be incorrect on the monitor.

Loading does not have to occur on power up. The finger pins can be connected and disconnected with the power on. That is, you may power up, connect finger pins, then loading will occur. After the image is seen on the screen, the boards may be separated with continued video output.

To Play the Game After Loading the Board

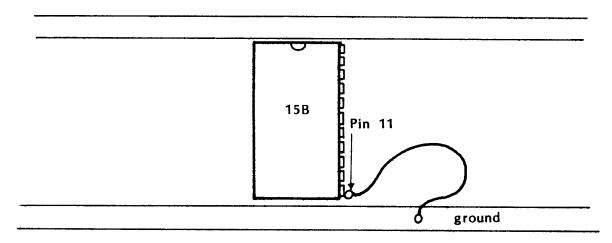
After the board has been loaded and the Attract Mode appears on the screen, you may want to play the game. To do so, ground pin 1 of the logic board finger connecter at J-3.

Pin 1: Tie to Ground with Clip



(Ground Pin 1 of the Logic Board Finger Connecter at J-3.)

Actually, either pin 1 or pin 2 two may be tied to ground (on some games it may be necessary to ground pins 1 through 8 on connector logic connector J-3). Pin 1, which carries signal ABD7, should be connected to ground on the logic printed circuit board after loading, otherwise Winky's image on the screen display is lost. If you don't have a jump wire with a clip for connector on logic board J-3, it may be easier to use pin 11 of 15B on the logic board (which carries signal ABD7) and connect it to ground.



(Pin 11 of 15-B on the Logic Board connected to ground).

As stated earlier, this should be done after loading or you will lose part of the display image. If you do not ground one (or if necessary all) of these signals, then Winky TM will freeze after he has picked up his bow and descends down the stairs.

If you have any questions concerning this information, contact Exidy Customer Service at the toll free number (800) 538-8402 or at (408) 734-9410.

Until next month,

Terry Cunningham Field Service Manager